NES-WZ-USA

BANDAI

INSTRUCTION BOOKLET

DYNOWARZ™

THE DESTRUCTION OF SPONDYLUS

Licensed by Nintendo® for play on the

Nintendo ENTERTAINMENT SYSTEM®

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Nintendo
ENTERTAINMENT SYSTEM®

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability, and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®

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PRECAUTIONS

1. Turn off the power when inserting or removing the Game Pak.

2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.

3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.

4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.

Note: In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice. This game has been programmed to take advantage of the full screen. Some older models have rounded screens and may block out a portion of the image.

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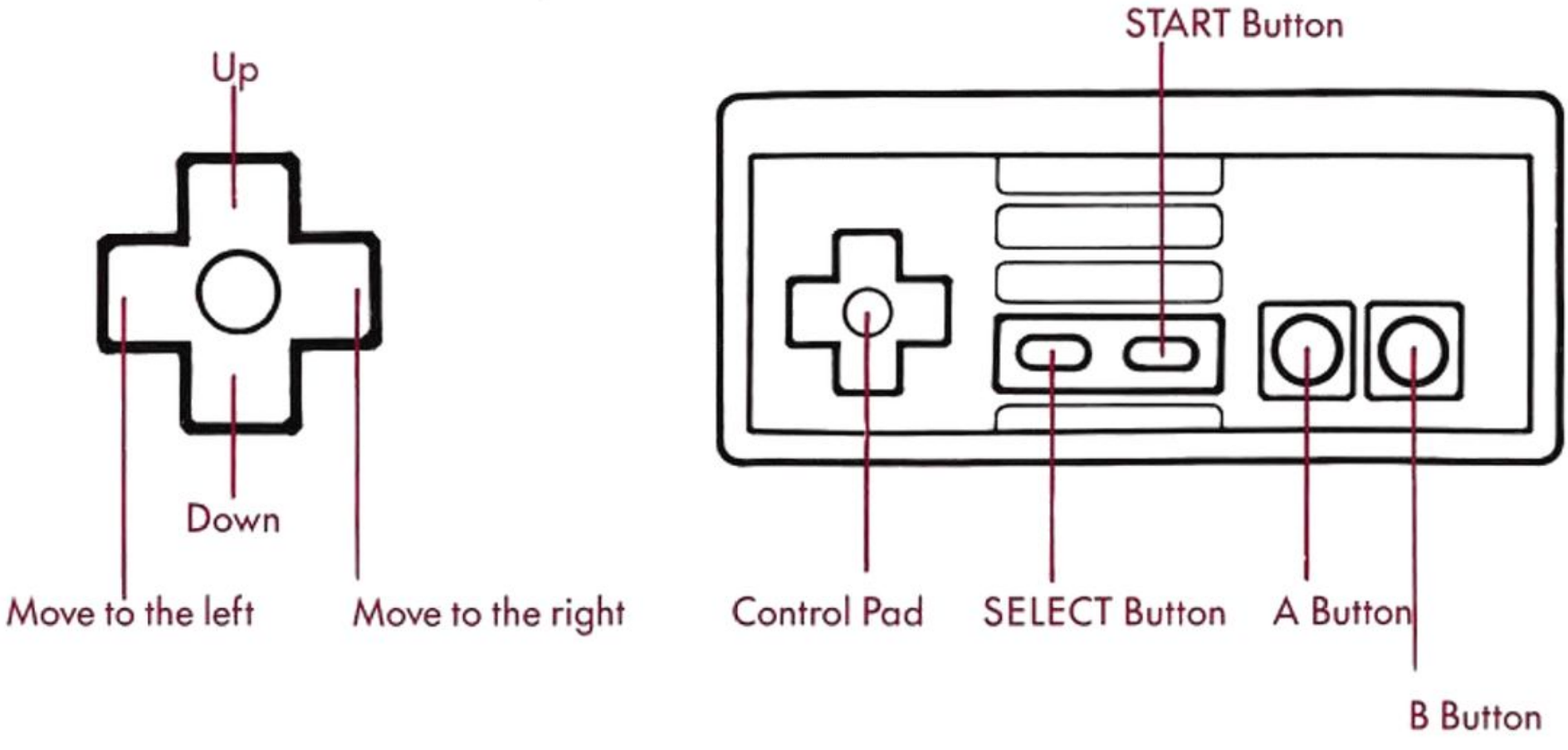
1. GAME DESCRIPTION

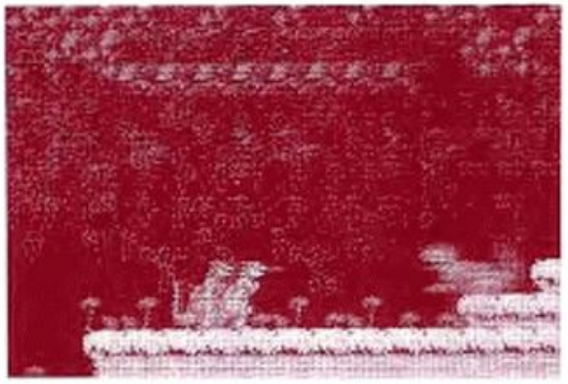
Something was terribly wrong in the distant man-made Spondylus Solar System. One by one the planets' central life support computers had been infected with a life threatening virus while the planet surfaces had been overrun with giant computerized dinosaurs known as Robosaurs. Under attack in his laboratory on Alpha Planet, Professor Proteus, the mastermind of the Spondylus System and founder of the Robosaur project suddenly realized that this deadly sabotage could only be the work of his former partner, the deranged Dr. Brainius. Years earlier, the doctor had fled Alpha Planet after Professor Proteus had exposed him for performing forbidden robotic experiments on human subjects. At last, he had returned to seek his revenge using the Professor's own creations! But, little did he realize that Proteus had been hard at work for the past few years perfecting the ultimate robosaur, Cyborasaurus.

There was only one hope to save the Spondylus System. Cyborasaurus must be unleashed! The DYNOWARZ must begin!

2. HOW TO OPERATE THE CONTROLLER

(In both the **Dinosaur** and **Man modes**)





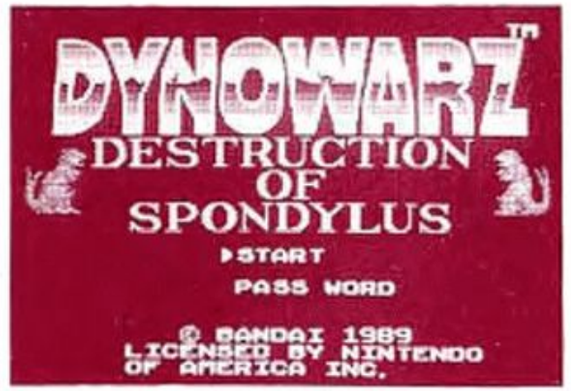
A Button	Jump
B Button	Punch and fire weapons
Control Pad "left" and "right"	Push to move character left and right
Control Pad "down"	Push to squat down
Control Pad "down" + A Button	Push both to jump down

* Press Select in the Dinosaur Mode to activate the planet's satellite defense system and destroy all of the enemy dinosaurs on the screen. This weapon can only be used once in each stage.

3. HOW TO PLAY THE GAME

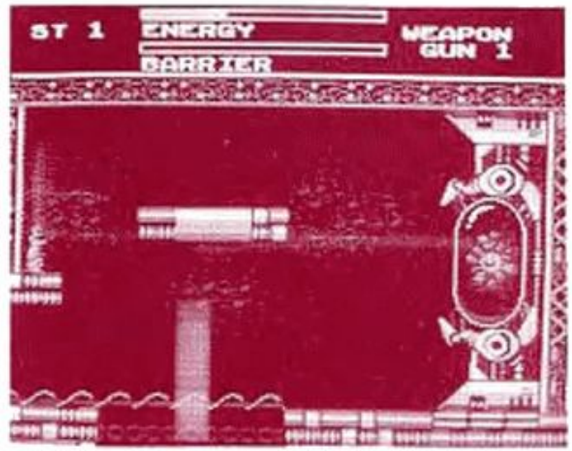
STARTING THE GAME

When the Title screen is displayed, push your control pad up or down to select START or CONTINUE. Then push START on your controller to begin the game.



STAGE 1

In stage 1 Professor Proteus must save Alpha Planet, by defeating the Flying Hounds of Destruction and racing through his underground laboratory to his ultimate creation, Cyborasaurus. Only by riding in Cyborasaurus can he travel across the planet surface and defeat the onslaught of enemy robosaurs and land-based weapons. Cyborasaurus must make it to the Computer Portal and defeat the guard. He must then use the key to enter the Portal which will transport him down to the planet's Artificial Intelligence Compound. Once there, he has to deactivate the virus-infected Life Support Computer in order to restore the planet's environment to normal.



Only then can he return safely to the planet surface where Cyborasaurus must activate the Molecular Transporter to journey to the next planet in the Spondylus Solar System.

STAGES 2–7

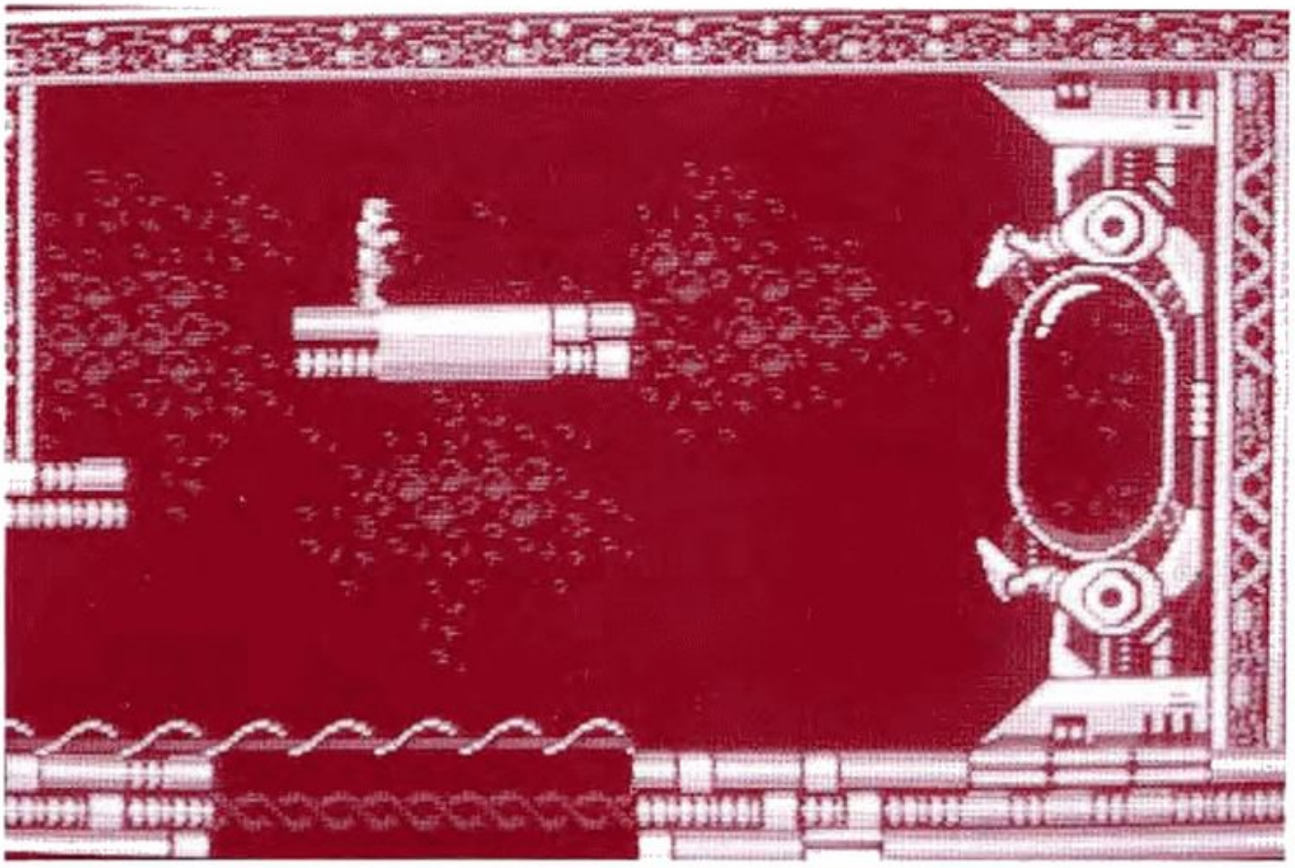
The remaining six stages take place on each of the six planets of the Spondylus System. The action occurs in the Dinosaur Mode (when Cyborasaurus is on the planet surface) and in the Man Mode (when Professor Proteus enters the Artificial Intelligence Compound). Each stage continues until Professor Proteus successfully deactivates the planet's Life Support Computer and returns to the Molecular Transporter.

CONTINUING THE GAME

Each level has a password that will allow you to continue the game at a later time. Choose the password mode at the title screen by pressing SELECT, then START. Press "up" or "down" on the CONTROL PAD to select the correct numbers, and press "right" or "left" to move to the next column. After typing in the 4 letter password, push START to continue the game.

DINOSAUR MODE

Professor Proteus enters the Dinosaur Mode by jumping into Cyborasaurus and walking out onto the planet surface. There he will encounter a wide array of enemy Robosaurs and other enemy weapons.



MAN MODE

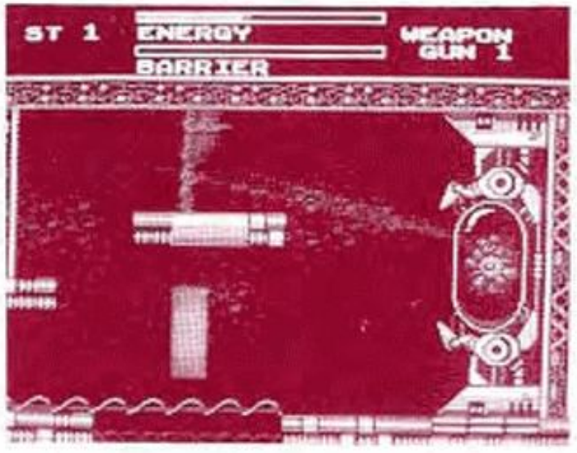
The Man Mode begins when Professor Proteus leaves Cyborasaurus and travels through the Artificial Intelligence Compound. Here he must cross many black abysses on the perilous Platforms of Deception while fighting the Flying Hounds of Destruction and knocking out the deadly wall cannons with his vaporizing gun. When he reaches the life support computer he must deactivate it with his vapor ray while avoiding its paralyzing lazer pulses. After the computer is shut down he must retrace his steps through the Compound and return to the planet surface.

ENEMY SURFACE BASED WEAPONS

Pyramid Projectile Launchers: Launch round missiles that can weaken or destroy Cyborasaurus.
Thumper mines: Produce strong shock waves when stepped on.

CYBORASAURUS WEAPONS*

When Cyborasaurus defeats certain Robosaurs he will capture the following weapons:



Energy: Pick up "E" capsule to gain energy.

Barrier: Pick up "B" capsule for extra defense shield.

Punch: Cyborasaurus enters the Dinosaur Mode with this weapon.

Launch Fist 1: Single Fist Missile that returns to Cyborasaurus like a boomerang.

*To get to higher weapon levels, Cyborasaurus must retrieve the same weapon as he is currently using. For example, if Cyborasaurus has activated Beam 1, he must bypass all other weapons until the beam weapon appears again. If he captures this weapon he will activate Beam 2.

Launch Fist 2: A faster version of the launch fist.
Launch Fist 3: The most powerful launch fist.

Fire Balls 1: Shoots one exploding ball at a time.
Fire Balls 2: Shoots two balls at a time.
Fire Balls 3: Shoots three balls at a time.

Lazer Beam 1: Single lazer pulse beam.
Lazer Beam 2: Lazer pulse beam combined with a fire ball.

Bomb 1: Fires a single lob missile.
Bomb 2: Fires two lob missiles at a time.
Bomb 3: Fires three lob missiles at a time.

Satellite Defense System: Activates a satellite ray that destroys all enemies on the screen.

WINNING STRATEGIES

The game is finished when Professor Proteus has deactivated the life-support computers on all seven planets.

4. 90-day Limited Warranty

90-DAY LIMITED WARRANTY:
Bandai America, Inc. ("Bandai") warrants to the original consumer purchaser that this Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Bandai will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Bandai Consumer Service Department of the problem requiring warranty service by calling: 1-213-926-0947. Our Consumer Service Department is in operation from 9:00 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the Bandai service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Bandai America, Inc.
Consumer Service Department
12951 East 166th Street
Cerritos, CA 90701

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY.
If the PAK develops a problem after the 90-day warranty period, you may contact the Bandai Consumer Service Department at the phone number noted. If the Bandai service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Bandai, enclosing a check or money order for $10.00 payable to Bandai America, Inc. Bandai will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refundable.

WARRANT LIMITATIONS:
ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL BANDAI BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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